Yu-Shuen Wang

List of Publications by Year
in descending order

		1163117	1199594
16 papers	**475** citations	**8** h-index	**12** g-index
16 all docs	**16** docs citations	**16** times ranked	**339** citing authors

#	Article	IF	Citations
1	Spatially and Temporally Optimized Video Stabilization. IEEE Transactions on Visualization and Computer Graphics, 2013, 19, 1354-1361.	4.4	90
2	Motion-aware temporal coherence for video resizing. ACM Transactions on Graphics, 2009, 28, 1-10.	7.2	78
3	Focus+Context Metro Maps. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 2528-2535.	4.4	64
4	Curve-Skeleton Extraction Using Iterative Least Squares Optimization. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 926-936.	4.4	63
5	Segmenting a deforming mesh into near-rigid components. Visual Computer, 2006, 22, 729-739.	3.5	42
6	Feature-Preserving Volume Data Reduction and Focus+Context Visualization. IEEE Transactions on Visualization and Computer Graphics, 2011, 17, 171-181.	4.4	39
7	Focus+Context Visualization with Distortion Minimization. IEEE Transactions on Visualization and Computer Graphics, 2008, 14, 1731-1738.	4.4	35
8	Animation Key-Frame Extraction and Simplification Using Deformation Analysis. IEEE Transactions on Circuits and Systems for Video Technology, 2008, 18, 478-486.	8.3	22
9	CoachAI: A Project for Microscopic Badminton Match Data Collection and Tactical Analysis. , 2019, , .		10
10	Example-driven animation synthesis. Visual Computer, 2008, 24, 765-773.	3.5	8
11	Look at Me! Correcting Eye Gaze in Live Video Communication. ACM Transactions on Multimedia Computing, Communications and Applications, 2019, 15, 1-21.	4.3	8
12	Spatio-Temporal Learning of Basketball Offensive Strategies. , 2015, , .		7
13	Mesh pose-editing using examples. Computer Animation and Virtual Worlds, 2007, 18, 235-245.	1.2	4
14	Enhancing the Realism of Sketch and Painted Portraits With Adaptable Patches. Computer Graphics Forum, 2018, 37, 214-225.	3.0	4
15	WYSIWYG: Mesh Decomposition for Static Models. , 2007, , .		1
16	Motion manipulation for characters in videos. , 2015, , .		0